STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

33

TRADE FEDERATION DROID CONTROL SHIP

Backbone of the Neimoidian blockade

Officer Rune Haako

Cato Neimoidia

DeAGOSTINI

LUCAS BOOKS

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STAR WARS

"WHAT'S THAT?! IT'S BLOWING UP FROM THE INSIDE!"

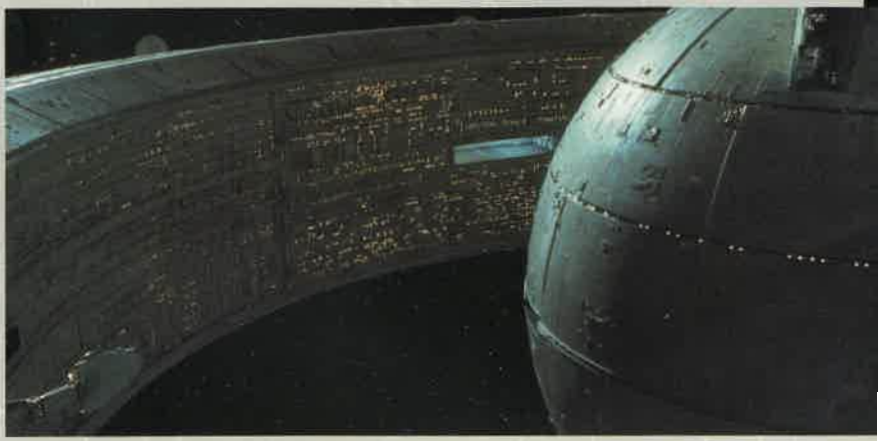
BRAVO TWO

Converted *Lucrehulk*-class cargo freighters, the droid control ships lurked in the midst of their near-identical battleship brethren in the Trade Federation space fleets. Only the additional signal receiver dishes and transmission towers gave away that these were the vital craft which controlled the droid armies and starfighters of the Neimoidian-controlled forces. It was this strategic significance that made the droid control ships a valuable target.

COMMAND AND CONQUER

THE DROID CONTROL SHIPS

As with the entirety of the fleet that the Trade Federation boasted just before the Clone Wars, the droid control ships owed much to the Executive Board's reluctance to spend money – even on necessities. Though the largely Neimoidian board understood the need to field battleships and the like, they looked for the cheapest way to do it.



The Trade Federation's battleships were converted from *Lucrehulk*-class LH-3210 cargo freighters, many thousands of which plied the galaxy's trade routes. The LH-3210 was an exclusive design built only for the Trade Federation by Hoersch-Kessel Drive Inc, a subsidiary company of the Federation. These vessels were over three kilometres in diameter and were ripe for conversion at low cost. The ships remained, to the casual glance, exactly as they always had been. However, strung along the equator of the ring-like main hull were 42 quad turbolaser batteries, each featuring three quad turrets. These were able to rotate out of sight, disguising the ships' true nature.

Arming For War

Using existing vessels served a secondary purpose. Though the Neimoidians cared little for the concerns of Republic bureaucrats

and Senators, converting their own ships meant that the Federation's military build-up could be kept secret longer. It is thought that around ten per cent of the Federation's LH-3210s were converted for their new military role by the time the Neimoidians began more aggressive operations, rising to around 35 per cent by the time of the Battle of Naboo.

In Control

The Trade Federation's battleships were relatively easily disguised, but the droid control ships were more obviously modified. Located around the top and bottom of the main hull, 16 signal receiver dishes picked up information from the droid forces controlled by the ship. Above the engines at the rear of the ship were massive transmission towers and their back-ups. The huge dish of the primary sensor rectenna was also mounted here. A tall forward-control tower, a back-up sensor rectenna and the bridge tower were mounted on the top of the spherical reactor core that projected out between the arms of the main hull. The sphere also housed the huge computer that processed all incoming data and issued resulting commands. Fortunately, the new sensor equipment could be explained away without revealing its true purpose.

Vulnerable

Inside the droid control ship, the cavernous cargo bays had been converted to hold, maintain and launch an enormous army of battle droids, droid starfighters, tanks and support ships and vehicles. The munitions used by the droid armies were housed under the main decks. These were a key vulnerability, as were the additional reactor units fitted to power the control computer and all the new comms equipment.

HARSH LESSONS

THE BATTLE OF NABOO

When the Trade Federation launched its invasion of the peaceful world of Naboo, the sheer volume of the droid forces saw the planet quickly taken over. Though the Queen escaped the planetary blockade, the Neimoidians were content that Naboo was theirs and withdrew all their vessels save the droid control ship.

Protected by its armoured hull, heavy shielding and complement of 1,500 vulture droid starfighters, the droid control ship seemed invulnerable. However, the Trade Federation would receive a hard lesson from Naboo. With many of the ship's vulture droids committed to dealing with the small but persistent resistance movement on the surface, as well as on general patrol duty, a greatly reduced complement was left to deal with a sudden attack from by a squadron of N-1 starfighters. A late arrival to the battle, Anakin Skywalker accidentally flew into the ship and managed to hit some of the additional reactor units. The resulting explosion ignited munitions dumps, resulting in the destruction of the ship and the subsequent deactivation of all the droid forces.

More Modifications

After Naboo, the Trade Federation was instructed to dismantle its battleships. However, the wily Neimoidians used this opportunity to make some changes to their fleet under the guise of doing as they were told. This gave the Trade Federation a stronger military arm in time for the Clone Wars. While the battleships received additional weaponry, the droid control ship did not. However, the battle droid army was given a degree of self-sufficiency, preventing the droids' wholesale deactivation on the destruction of the control computer, and the ship itself was altered. It gained the ability to detach the spherical 'core ship', which could then land on a planet and control the droid forces from there – as happened, for example, on Utapau. The Trade Federation had learned important lessons after Naboo – just not the ones the Republic wanted.

"Their deflector shield is too strong! We'll never get through it!"

Ric Olié

NUTE GUNRAY

PAWN OF DARTH SIDIOUS

Scheming and manipulative, petty and vindictive, cowardly and self-serving – Neimoidian Nute Gunray was the perfect pawn in Sith Lord Darth Sidious' plans to destroy the Republic and the Jedi and control the galaxy. When he was no longer useful, Gunray was easily disposed of.

When Nute Gunray was first contacted by the mysterious Darth Sidious, he was already Viceroy of the powerful Trade Federation. Gunray had achieved this through political savvy, a certain amount of blind luck, and the kind of vicious scheming that was to symbolise his career. Starting out in the Trade Federation as a junior trade officer, Nute Gunray's cunning manipulation of the expulsion from the Federation of the Pulsar Supertanker Company resulted in their CEO losing his position on the Trade Federation Directorate (the organisation's governing body) to none other than Gunray himself.

Stark Choices

Nute became the Trade Federation's Senatorial representative on Coruscant. This coincided nicely, for Gunray at least, with the beginning of the Stark Hyperspace War. Attacks on Trade Federation shipping by the Stark Commercial Combine, while undeniably destructive, were manipulated by Gunray to allow the Federation to expand its droid military. Gunray, meanwhile, worked behind the scenes with Senator Ranulph Tarkin to end the situation with Iaco Stark and his Combine without Senate involvement. Caught up directly in the conflict during sabotaged negotiations with Stark on Troiken, Nute Gunray's cowardly actions caused the death of one of the Jedi there. Despite this, Gunray was saved by the remaining Jedi. It was a series of events that the Neimoidian sought to ignore – denying any involvement if asked in years to come. However, Gunray talked up his achievements and was promoted to Viceroy of the Trade Federation, though his power and influence were capped by the Directorate. It was Nute's frustration at this that Darth Sidious was able to use to his advantage.

"What about the Senator from Naboo? Is she dead yet? I'm not signing your treaty until I have her head on my desk."

Nute Gunray to Count Dooku about Padmé Amidala

PROFILE

Nute Gunray

Homeworld
Nemoidia

Species
Nemoidian

Height
1.91 metres

Affiliation
Trade Federation, Confederacy of Independent Systems

Eriadu and Naboo

Darth Sidious offered Nute Gunray the sole leadership of the Trade Federation and a vastly improved droid army and navy. At a trade summit on Eriadu, a unit of bodyguard droids 'malfunctioned' and wiped out the entire Federation Directorate – with the exception of Gunray and his ally, the newly appointed Senator Lott Dod. Subsequently Gunray was able to appoint Directorate members of his own choosing. However, the Sith lord now called in the favours he'd granted. Sidious gained additional leverage when Gunray's former ally Hath Monchar had to be eliminated before he could sell on details of the planned blockade and subsequent invasion of Naboo. The blockade stunned the Senate, although Lott Dod and other pawns in Sidious' game were able to prevent it from acting. Though Gunray seemed to be leading the Trade Federation action, it was Sidious who was in control. Despite the huge armies Darth Sidious had arranged, and despite the impotency of the Senate, Nute Gunray still managed to make a mess of the invasion of Naboo, and was out-manoeuvred by the young Queen Amidala and her forces.

The introduction of Sidious' apprentice, Darth Maul, unnerved Nute Gunray, though he did not admit it. It was the first hint that his dangerous Sith ally was not letting him in on all of his plans.

Behind the scenes

Originally, the Neimoidians in Episode I: *The Phantom Menace* were to resemble thin and nervous droids – far more like the battle droids, which they were to have created in their image. A last-minute change made the Neimoidians more humanoid, and able to be played by masked actors instead of being entirely digital creations as originally envisaged.

The Fall of Nute Gunray

Gunray was captured on Naboo and arrested. Although he was humiliated, he remained in power, while his allies and those of Darth Sidious ensured that he never endured particularly serious punishment. He also remained one of the wealthiest beings in the galaxy, staying in full control of the Trade Federation. Contacted by Count Dooku, who had become the new apprentice to Darth Sidious, Gunray allied the Federation with Dooku's Confederacy of Independent Systems, on the condition that Dooku arrange for the death of Senator Amidala of Naboo. This was a grudge that Gunray bore through the outbreak of the Clone Wars on Geonosis, and throughout the years of the Wars themselves, during which time Gunray was captured again after setting a trap for Amidala. Although he was soon rescued by agents of Dooku's, Gunray's star was rapidly falling – it was his armies that were useful now, not him. The Separatist Council, of which Gunray was part, was kept together as much as possible and kept in constant fear of their being discovered. They did whatever they were told to do and, towards the end of the Clone Wars, they even endured being sent to Mustafar. Their use now at an end, Nute Gunray and the Council were killed by Darth Vader, who had replaced Dooku as Darth Sidious' new apprentice. Gunray was the last one to fall, still tragically unable to grasp the true nature of his 'alliance' with the Sith.

SHEATHIPEDE-CLASS SHUTTLE

THE NEIMOIDIAN SHUTTLE

Manufactured by Trade Federation-owned Haor Chall Engineering, the luxury *Sheathipede*-class shuttle was built for Neimoidian dignitaries and the upper echelons of the Trade Federation itself. Its crab-like appearance was typical of many of Haor Chall's bestial creations.

Based on the layout of a species of soldier beetle, the *Sheathipede*-class shuttle was built specifically for the Trade Federation. Designed for use as a short-range diplomatic craft, ferrying delegates from orbiting spacecraft to and from meetings on planets and installations, it was very much a Trade Federation craft – the claw-like landing gear could only cope with solid, 'civilised' landing pads. This was very much in keeping with the Federation's contempt for those too poor to deal with them. The shuttles were usually unarmed (though armed variants existed), but were heavily shielded for a vessel of that size. The interiors were spacious, but this was not enough for many Trade Federation luminaries. They often had the pilot's cockpit removed in favour of expanded living space, and had the flight control handled by automated systems instead.

THE LAPIZ CUTTER

Nute Gunray's own *Sheathipede*-class shuttle, the *Lapiz Cutter*, was commissioned on his ascension to the Trade Federation Directorate. Gunray had followed the fashion of adding to the interior at the cost of the cockpit, something that General Grievous, who mistrusted droids and automatic controls, never allowed for on *Sheathipede*-class shuttles he used. Gunray's *Lapiz Cutter* was in his possession throughout the Clone Wars, and was even rescued from a swamp on Rodia. The shuttle allowed him to survive many attempts to capture him, though he was unable to reach it on Mustafar before Darth Vader killed him.

Sheathipede-class shuttle PROFILE

Type
Sheathipede-class shuttle

Size
20m long

Weapons
None

Crew
1 x pilot/automated flight systems

Passengers
6

Affiliation
Trade Federation, Confederacy of Independent Systems

TRADE FEDERATION DROID CONTROL SHIP

BLOCKADE FREIGHTER

The droid control ships of the Trade Federation had been extensively redesigned from their original role as cargo transporters, but the Federation Directorate couldn't resist retaining some space on them for carrying profitable goods – or the storage of looted property. Some internal cargo bays were kept, as well as the exterior primary and secondary docking claws.

TRADE FEDERATION DROID CONTROL SHIP

Type
Modified *Lucrehulk*-class LH-3210 cargo freighter

Manufacturer
Hoersch-Kessel Drive Inc.

Size
3,170m diameter

Maximum Acceleration
3000G

Hyperdrive
Class 2.0, backup Class 10.0

Weapons
42 x quad turbolaser batteries
(3 quad turrets per battery)

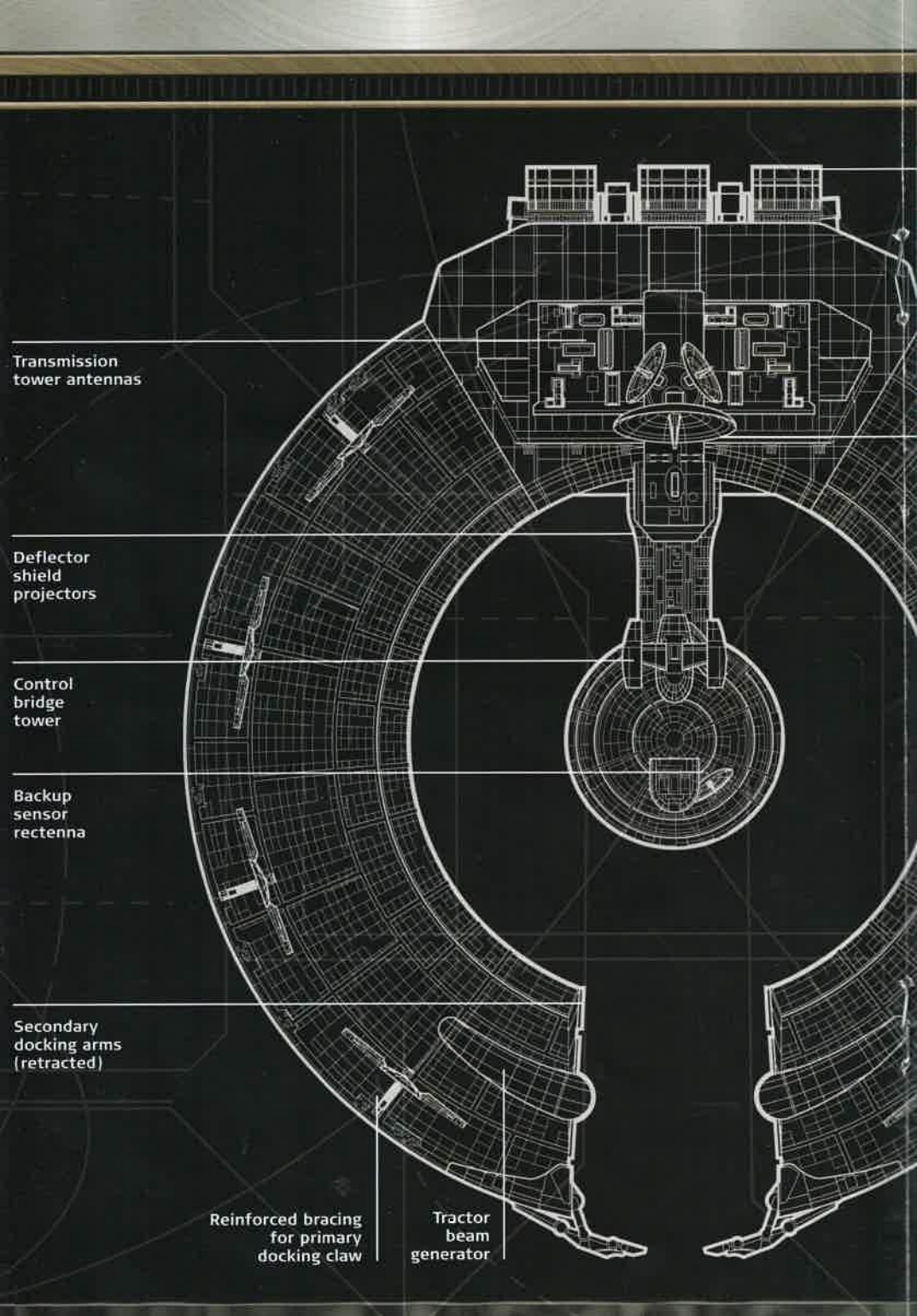
Crew
25 x command staff (organics), 150 x droids

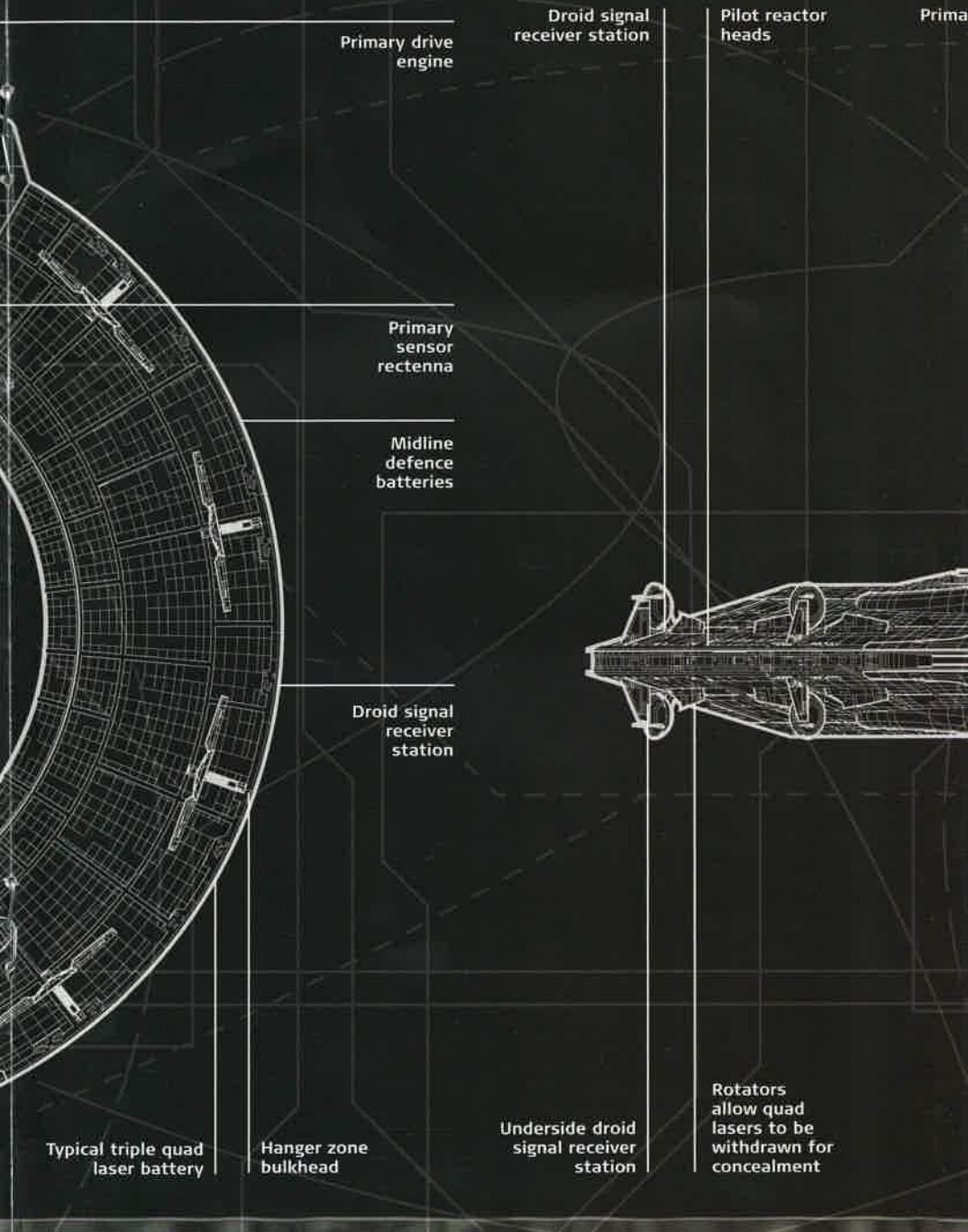
Passengers
10 x sentients, 139,000 x battle droids

Starfighter Compliment
1,500 x vulture droid starfighters

Additional Ships & Vehicles
50 x C-9979 landing craft, 1,500 x troop carriers, 550 x MTTs, 6,250 x AATs

Cargo Capacity
4,000,000 metric tonnes


Transmission tower antennas
Deflector shield projectors
Control bridge tower
Backup sensor rectenna
Secondary docking arms (retracted)
Reinforced bracing for primary docking claw
Tractor beam generator

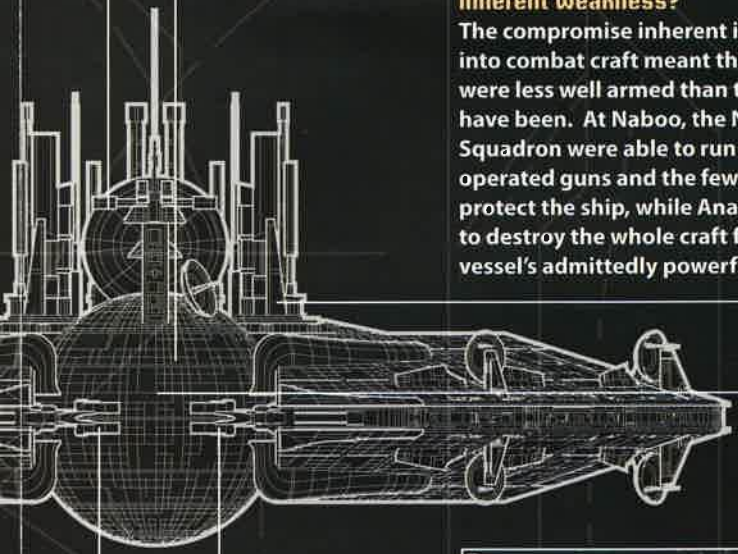

Primary drive engine
Droid signal receiver station
Pilot reactor heads
Prima
Primary sensor rectenna
Midline defence batteries
Droid signal receiver station
Typical triple quad laser battery
Hanger zone bulkhead
Underside droid signal receiver station
Rotators allow quad lasers to be withdrawn for concealment

ry sensor
rectenna

Exotic composite alloys allow transmission antennae to withstand extremely high signal strength

Inherent weakness?

The compromise inherent in converting cargo vessels into combat craft meant that the droid control ships were less well armed than they perhaps should have been. At Naboo, the N-1 starfighters of Bravo Squadron were able to run rings around the droid-operated guns and the few vulture droids left to protect the ship, while Anakin Skywalker was able to destroy the whole craft from within, negating the vessel's admittedly powerful shields.



Auxiliary sensor rectennas

Droid control computer

Primary docking claws lock onto freight barges for cargo transfer

An array of 16 droid signal receiver stations picks up the many thousands of signals sent for processing by the main droid control computer.

RUNE HAAKO

NUTE GUNRAY'S PESSIMISTIC LIEUTENANT

Though as paranoid and greedy as Viceroy Nute Gunray, the gloomy Rune Haako was less inclined to outright panic as Gunray. As a result, this skilled negotiator was able to offer relatively calm and useful advice to his Viceroy.

Rune Haako began his career with Nute Gunray as one of many aides, at a time when Gunray had only just become a member of the Trade Federation Directorate. His ability as a negotiator and diplomat earned Settlement Officer Haako special status. Gunray often looked to him for advice and granted him access to almost his every secret. Haako was party to the alliance the ambitious Gunray made with Sith Lord Darth Sidious. Rune was extremely suspicious of the deal, advising against it – or at least recommending caution – whenever it was safe to do. At the same time, Haako knew his place. Thanks to Sidious, Nute Gunray became Viceroy and, after the assassination of the rest of the Directorate, the ruler of the Trade Federation. Haako worked hard to oversee the secret creation of the new Trade Federation droid army, and advised Gunray to hire a bounty hunter to deal with the defecting Deputy Viceroy Hath Monchar, to whose position Haako himself then rose.

Haako Goes To War

Rune Haako was promoted to the position of Deputy Viceroy in time for the blockade and invasion of Naboo, a sequence of events that he consistently advised against. As events rapidly spiralled out of control, and Gunray tried to bluster away his fear, Haako was more open about his terror at the price Darth Sidious was extracting for his earlier help. However, Haako remained loyal to Nute Gunray. It was little comfort to him that all his worst fears were realised, as the Trade Federation was dragged into the Clone Wars. The loyal Haako was with Gunray on Mustafar, dying just before his Viceroy at the hands of Darth Vader.

PROFILE

Rune Haako

Homeworld
Neimoidia

Species
Neimoidian

Height
1.96 metres

Affiliation
Trade Federation, Confederacy of Independent Systems

Did you know...?

Rune Haako was played by Jerome Blake in Episode I, by David Healey in Episode II, and by Sandy Thompson in Episode III. The voice was by James Taylor in Episode I, then by Christopher Truswell, then Thompson. The loss of the Haako mask after the filming of Episode I led to Daulty Dofine's mask being used for Haako in Episode II.

NEIMOIDIAN WORLDS

NEIMOIDIA AND THE PURSE WORLDS

Around 25,000 years before the invasion of Naboo and the Clone Wars, the spacefaring Duros established a colony on the murky world of Neimoidia. The world was to shape a new species from the colonists – the avaricious, fearful Neimoidians.

Neimoidia, and the system that carries its name, rested in the area of the galaxy known as the Colonies. This area of space was the first region outside of the Core Worlds to be colonised on the advent of hyperspace travel, before the establishmant of the Galactic Republic. The Colonies became a region of great industrial and trade wealth, often at the cost of existing industry in the Core. Neimoidia was to be the spiritual home of the Trade Federation; an entity that had members and trade spanning the galaxy.

Harsh Home

Neimoidia provided a harsh environment for the Duros colonists. The gravity was stronger, food was more scarce, it was humid and shrouded in perpetual mists, and was the breeding ground for many diseases. As a result, within ten millennia, there were enough differences between the Duros and the Neimoidians for them to be considered different species. The lack of resources led to early competition amongst Neimoidian grubs – the larval state of the species. The stronger fed, literally, on the weaker. Even after the larval stage, only the stronger, more competitive Neimoidian young were taken off-world for training and education, while those who remained were destined for lives of servitude and a starvation-induced lack of mental development.

This background created a species that aggressively sought wealth and luxury by almost any means possible. The species excelled at trade, though their amoral methods were often frowned upon. While Neimoidia itself was rarely visited by

Cato Neimoidia was one of the first Neimoidian colonies, and the oldest of the so-called 'purse worlds'.

Rich Neimoidians delighted in any device that saved them having to exert themselves – hence their preference for droid labourers.

Did you know...?

Neimoidia's damp, humid conditions were the perfect breeding grounds for many diseases that Neimoidians carried without any great harm to themselves. It was often joked by non-Neimoidians that the chief export of Neimoidia was Brainworm Rot Type C. Matters came to a head six years after the Battle of Yavin, when the whole planet was quarantined.

its natives, the Neimoidian colonies became repositories of vast wealth – glittering by comparison with the dowdy homeworld.

The Purse Worlds

Neimoidians were obsessed with status, and with the ostentatious show of wealth and power – entirely understandable considering the harsh upbringing adult Neimoidians had to survive. The ability to be able to live away from their homeworld of Neimoidia became part of that show. As a result, there were many hundreds of Neimoidian colonies. Chief amongst those were the purse worlds. These were colonies particularly rich in natural resources, and were the only colonies allowed to bear the name 'Neimoidia' – an unusual honour considering the contempt Neimoidians held for their homeworld. Unusually, the Neimoidians did not utterly strip these worlds, destroying them in the process. Rather, they retained the natural beauty despite (or perhaps because of) the additional costs incurred.

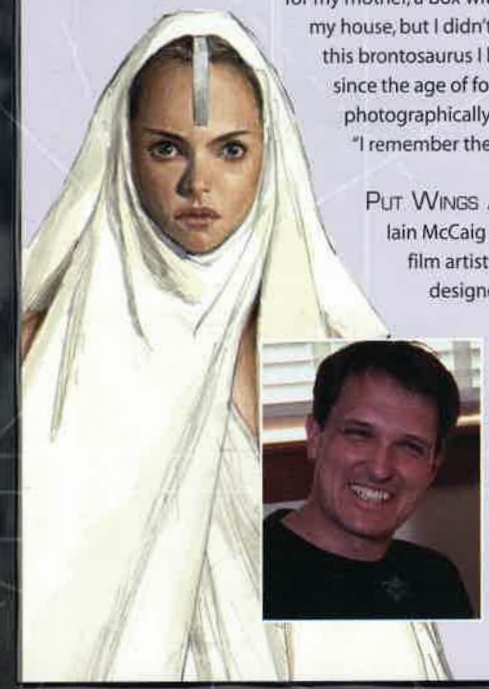
Worlds Of Wealth

Purse worlds such as Deko Neimoidia, Koru Neimoidia and, most significantly, Cato Neimoidia became home to vast, opulent settlements and palatial residences of the wealthiest and most powerful Neimoidians. Cato Neimoidia, the first of the designated purse worlds, had impossibly ornate and wonderfully impractical bridge cities that were slung under the natural rocky arches. The purse worlds were of such significance that they acted as administrative centres for their own colonies, industries and organisations. Though they ran their own defensive forces, all were under the banner of the Neimoidian Home Defence Legions. During the Clone Wars, the purse worlds and Neimoidia itself were captured by the Republic. The battles to take Neimoidia itself resulted in such great damage to the hatcheries that the species took many decades to recover fully.

IAIN McCAIG
CONCEPTUAL ARTIST

Iain McCaig was artistic guest of honour at a science fiction convention in 1990 when his portfolio was viewed by Lucasfilm representatives. This led to an invitation to join ILM and work on the long-awaited *Star Wars* Prequels.

"My kindergarten teacher gave us an assignment divide a piece of paper into three and draw your mother, your house and your pet," McCaig remembers. "So, like everyone else, I drew a stick figure with the triangle for my mother, a box with smoke coming out for my house, but I didn't have a pet, so I drew this brontosaurus I had been practising since the age of four and could draw photographically perfect." McCaig smiles. "I remember the room went really quiet."

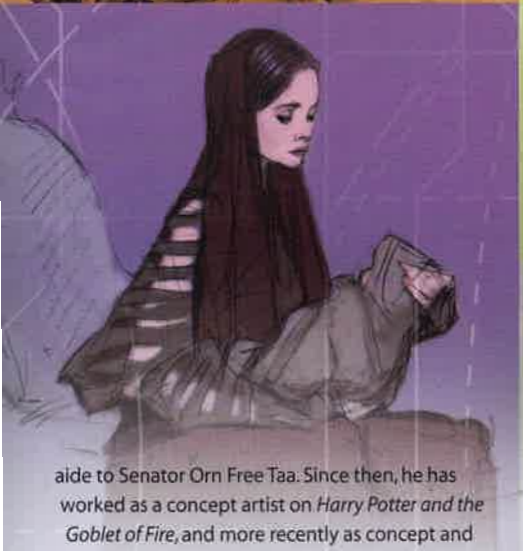


Put Wings And Horns On Them

Iain McCaig is known as a feature film artistic director, concept designer and film maker. He was principal designer on Francis Ford Coppola's unrealized film version of Pinocchio, and his directorial, *The Face*, opened at the Santa Barabara Film Festival in March 1998, later winning a Gold Medal for Best Family Film in the Houston International Film Festival. However, back in the 1980s, McCaig had turned his back on film, working for ten years as a very successful illustrator before the invitation to join ILM propelled him on to work as a storyboard artist on *Terminator 2*, *Star Trek VI*, *Hook*, *Bram Stoker's Dracula* and *Interview with the Vampire*. Despite this, McCaig had left ILM before the early work started on *Star Wars* Episode I: *The Phantom Menace*. However, design director Doug Chiang brought him back on board as a concept artist to work on people and wardrobe.

"To be honest, that's what I like drawing best," says McCaig. "What I love and am fascinated by most is people. My whole career as a fantasy artist was just an excuse to draw people. But I found they sold better if I put wings and horns on them."

McCaig worked as a concept artist on all three of the *Star Wars* Prequels. He even appeared in Episode I as an



aide to Senator Orn Free Taa. Since then, he has worked as a concept artist on *Harry Potter and the Goblet of Fire*, and more recently as concept and story director on *Outlander*, starring James Caviezel and John Hurt. Iain McCaig is concept design supervisor on the much-anticipated *John Carter of Mars*, which is due for release in 2012.

Designing Anakin

"George wanted Anakin to look more like Qui-Gon Jinn, to show that he was going beyond what Obi-Wan was teaching him – hence the long hair." Iain McCaig talking about designing the look of Anakin for Episode III.

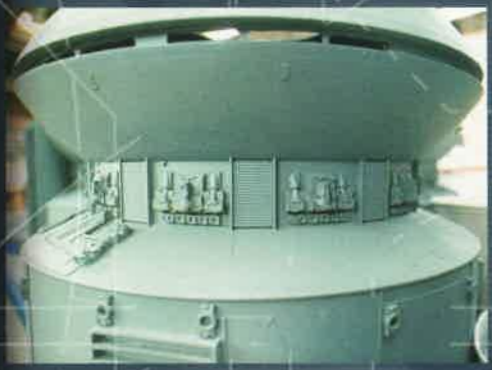
DROID CONTROL SHIP

FROM CONCEPT TO SCREEN

CREATING THE DROID CONTROL SHIP

1 While certain parts of the interior of the ship were built as sets, the droid control ship seen in Episode I was a large and highly detailed model built by ILM.

2 George Lucas himself contributed the idea of adding the 'bridge ball' to the centre of the ship as a tribute to the Death Star.

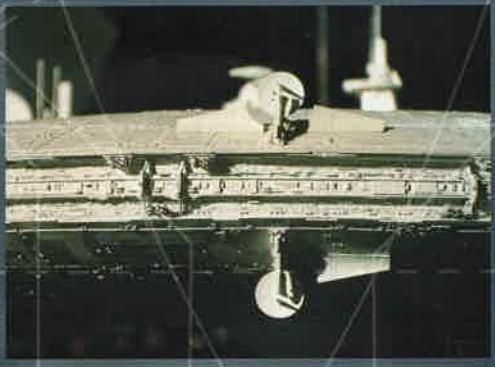


5 An unpainted model of one of the internal reactors that Anakin blows up by accident.

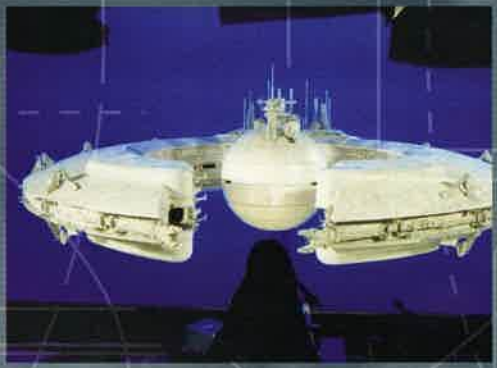
6 A view of the finished reactors from the set used to film the sequence inside the ship.

George Lucas wanted the ship to resemble a flying saucer but with a distinct front and back. Doug Chiang achieved this by adding antennae and a docking section to one side and a set of engines to the other.

3 The central sphere had to be made removable in order to allow easier access for the cameras during filming the inside of the ring.



4 The fine detailing of ILM's model can be seen in this view of the outer ring, showing receiver dishes and quad turbolaser batteries.



7 The final model of the ship was filmed against a blue screen prior to adding computer graphics.

8 The droid control ship as it appears in the climax of the film.

1 Who said "I was there when Padmé was born as a character, and now I was burying her"?

2 Who played Rune Haako?

3 The design of the Neimoidian shuttle was based on what other Trade Federation craft?

ANSWERS:

1. Iain McCaig said this of his concept painting for Padmé's funeral, adding that it was his favourite painting in the whole prequel trilogy.

2. Rune Haako was played by Jerome Blake in Episode I, by David Healey in Episode II, and by Sandy Thompson in Episode III. The voice was by James Taylor in Episode I, then by Christopher Truswell, then Thompson.

3. The design was based on the Trade Federation C-9979 landing craft, only tipped over vertically. During pre-production, the crab-like quality of the design was enhanced, and Lucas asked for the lower wing to be removed to give it an asymmetric profile.

L

Loor, Kirtan

Character
Expanded Universe

An impossibly arrogant officer, even for an Imperial, Kirtan Loor became an Imperial Liaison Officer to the Corellian security forces – CorSec for short. Considering himself far better than both the position he held and the people he worked with, Loor made enemies of many around him. In one particular case, he released the killer of Hal Horn, father of Corran Horn. Corran swore revenge and, with two other CorSec officers, escaped from Loor. The embarrassed officer joined Imperial Intelligence, vowing that one day he would track down Corran and the others for his humiliation. Corran Horn became a pilot with Rogue Squadron, and it was then that he clashed with Kirtan Loor most spectacularly during Rogue Squadron's campaign to liberate Borleias and then Coruscant. During the subsequent Krytos Crisis, when Loor's employer, Ysanne Isard, released a deadly virus on Coruscant even as the New Republic captured it, Loor sought to overthrow Isard. He failed, and ran to the New Republic for protection. Isard, however, managed to have him assassinated.

Lumiya

Character
Expanded Universe

Lumiya was born Shira Brie, a Force-sensitive deep-cover Imperial Intelligence operative who had been trained by Darth Vader. As Shira Brie, she infiltrated the Rebel Alliance in an attempt to discredit or kill Luke Skywalker. Trying to achieve the former, she caused Luke to shoot her down, but he was exonerated over the assumed death of a woman he'd loved, discovering in the process that she was an Imperial agent. Brie survived crashing her fighter, receiving additional cybernetic implants and even more training from Darth Vader, becoming Lumiya – a lightwhip-wielding Dark Lady of the Sith. As Lumiya, she again clashed with the New Republic and with Luke. During a fight, he discovered that she had been Shira Brie and offered to help her back to the light side. Lumiya refused, returning again and again to harry the New Republic. With her own fleet, she allied herself to Ysanne Isard, and clashed with Mara Jade on Capriorill. Once again, it was assumed Lumiya had died, but she simply went underground. During the Second Galactic Civil War, Lumiya and the fallen Jedi Vergere began to groom Jacen Solo as the next Dark Lord of the Sith. Lumiya trained Jacen, and as the two sought to further his destiny, she battled Luke and Mara once again. When Jacen later killed Mara, Lumiya took the blame on herself and was slain by Luke. However, Lumiya's ruse allowed Jacen to become a full Sith Lord, and forced Luke temporarily over to the dark side.

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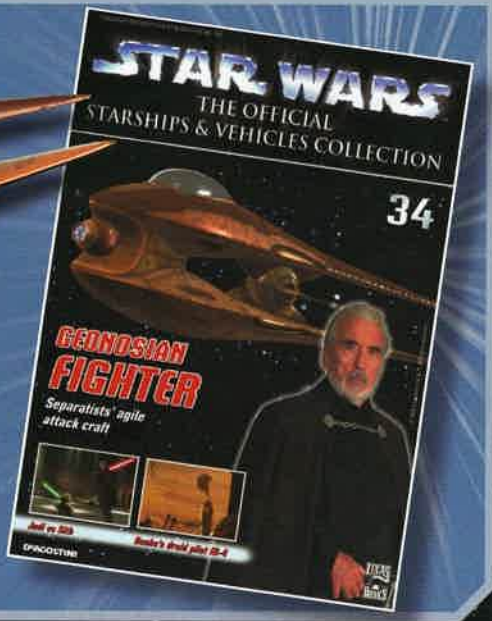

WITH ISSUE 34: GEONOSIAN FIGHTER

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